

RELEASE NOTES - RPG BUILD 8.0

This page contains the enhancement and change information occurring with RPG Build 8.0 software. The release of RPG Build 8.0 is projected for Spring 2006. The remainder of the document lists minor problems along with workarounds, solutions, explanations of how some functionality works, and suggestions on how to prevent various problems and situations.

Enhancements and Change Information in RPG Build 8.0

RPG Software Build 8.0 provides the following enhancements:

- Accommodates ORDA Redundant configurations
- Removes Time Continuity Test from Precipitation Preprocessing Subsystem
- Improves Adaptation Data maintainability
- Adds Archive III Status product that will be collected at the National Climatic Data Center
- Supports FAA FTI telecommunication changes from analog to digital for WARP
- Enhances Mode Control by streamlining mode automation and mode selection
- Improves the Base Data Distribution System GUI
- Adds two additional WAN One Time Request (OTR) ports with sharing of the baud rate between WAN ports
- Filters close-range reflectivity data in the Storm Cell Identification and Tracking (SCIT) Algorithm, which improves the time association for storm tracks
- Improves filtering of the RPG Status Messages
- Changes the Mesocyclone Detection product in preparation for removal of the Meso product
- Adds 2D compound attributes for Digital Mesocyclone Detection (DMD) product to be used by AWIPS to construct time-height displays

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1 ADAPTATION DATA AND OTHER PARAMETER SETTINGS

1.1 Various Problems with Updating Adaptable Parameters

Problem: During testing of Build 7.0, various problems were found while attempting to change/edit adaptable parameters. At times, unexpected results were found when the baseline was restored, and sometimes the parameters were not changed as expected.

Solution: Whenever an adaptable parameter is changed or edited, the operator should save the change and update the baseline before moving on to the next window. For FAA redundant sites, the same procedure should be followed for both channels. The channel that is being altered will need to be active.

1.2 Editing Problems

Problem: After entering values into an editable field, the process may become corrupted. For example, the operator selects an edit field, makes changes, then selects another edit field and attempts to edit it. However, the keystrokes affect the previous field the operator has already edited and not the edit box currently selected. A workaround is to close the window and start over. However, any edits that were correctly entered will be lost.

Solution: If the problem continues, the operator should use the TAB key to move from box to box. This is slower, but the editing process will not have any problems.

1.3 Paired Products not Available for Specific Alerts

Problem: The Velocity Alert in the Grid window does not list the Digital Base Velocity product as a selectable paired product.

Problem: The Max 1Hr Precipitation alert in the Volume window does not list the HSR and USP products as selectable paired products.

Solution: By requirement, alert-paired products must be generated using data from the volume scan in which the alert occurred. The products DV, DR, HSR, and USP are not products which can be generated from replay of data. Consequently, there is no way to guarantee the products will be generated on the elevations required to support alerting. Therefore, these products can not be paired to alerts.

1.4 Negative Numbers not Valid Entries for USP Product on RPG Product Generation Table

Problem: The values for the end hour of the USP product on the RPG Product Generation Table should be 0 to 23. The "-1" is not a valid value for the GUI. The "-1" is only valid for the product request that an external user makes. Any negative entry is invalid.

Workaround: Do not enter a negative number for the USP end hour value in the RPG Product Generation Table. This problem may be fixed in a future software build.

1.5 Meso and TVS Values Can't Be Edited in Alert Threshold Editor.

Problem: The operator is not able to change any of the values for Mesocyclone and TVS (3 for Meso and 2 for TVS) in the Volume and Forecast windows of the Alert Threshold Editor. These values should not be highlighted in blue.

Solution: This problem is considered to be minor and may be fixed in a future build.

1.6 All Three Groups of Alert Thresholds Change When Baseline Is Restored

Problem: There is a problem when an operator desires to change the values of the alerts for a specific group, Grid, Volume, or Forecast, back to baseline values. No matter which group the operator has opened, all three groups are changed back to baseline values.

Solution: The operator must be familiar with the alert values of all three groups if restoral of baseline is desired. This will be corrected in a later build.

1.7 PRF Selection Functionality Problem with Higher Cuts

Problem: When an operator makes changes to the sector azimuth angles 9, 10 and 11, they are not reflected during VCP remote 21 execution. Instead, the default azimuths are used for cuts 9, 10, and 11. The defaults azimuths are 30, 210 and 335 degrees.

Solution: The operator should first change the elevation domain then change sector boundaries and PRFs. Changing the parameters in this order will prevent the default azimuths from being downloaded to the RDA.

2 ENVIRONMENTAL WIND ISSUES

2.1 Do Not Use Wind Barb to Set Default Storm Motion in Environmental Data Window

Problem: To make changes to the Default Storm Motion values using the wind barb in the Environmental Data Window, one must click on the wind barb and drag the barb about the center point to a new direction. A pencil icon appears along the stem of the barb as it is dragged. As the barb is pulled to a new direction, the operator tends to move to the far end of the barb stem to make fine adjustments to the direction. As this is done, it also changes the wind speed. The speed adjustment varies from the minimum to maximum depending on your relative distance from the barb center point (minimum at center, maximum at the far end of barb). If the operator fails to confirm the wind speed after modifying the direction, they can easily end up with the correct direction but an erroneous wind speed.

Workaround: The recommendation is to NOT use the wind barb to set your default storm motion. Instead, select "Data Entry" and enter the default Direction and Speed in the data fields.

3 CLUTTER SUPPRESSION

3.1 Save Your Clutter Regions Before Hitting Download Button

Problem: After an existing Clutter Regions file is edited and then downloaded, the edits are automatically saved in the existing file (whether you want them saved or not).

Solution: To avoid this problem, it is recommended that BEFORE selecting the Download button, the Operator ALWAYS select File, then Save As. The operator can then enter the desired file name. If the edit is temporary, "Temp" can be used as the filename. When the operator is ready to quit using the file, the "Temp" filename can be deleted.

3.2 Saving Clutter Regions for Day to Day Use

Problem: After an operator has created one or more clutter region files (using the steps File, Save As, "xxx," Accept) to be used on a routine basis (inversion, time of year, etc.), the next step is to save the newly defined clutter region files to the baseline.

Solution: To do this, select the Update button. This action will update the baseline with the files that have just been created. After updating the baseline, select the Restore button to restore the files to the filename list. If files are created but Update is not selected, the new files will disappear when/if someone selects Restore. The filename list displays only those files on the Restore list that were last selected to be Updated. Also, the name of the current Clutter Region you are working with is displayed at the top of the Clutter Regions window.

Additional Notes:

- a. It is highly recommended that operators perform a save_adapt_floppy after updating the baseline files.
- b. The software allows a site to define and save up to 19 Clutter Region files. The "Default" file, which can neither be changed nor deleted, makes 20 total files. This should not be confused with the maximum number of regions per file, which is the same as the legacy RPG (15 total regions per file).
- c. A Clutter Region file name can be up to 31 characters long.

3.3 Clutter Regions Backgrounds Don't Always Appear when Requested

There are several minor problems with the new process for selecting Clutter Regions Background Products:

Problem: When the radar is down for more than 10 minutes, the operator may get either an old background product in the Clutter Regions window or the message "Background

Product Data Expired." If the "Product Expired" message is received, that product will be generated in the next volume scan but not automatically displayed.

Problem: If the operator selects a Clutter Regions Background Product that is not being generated, a popup will appear stating "Background Product Data Not Available." The product will be generated in the next volume scan but not automatically displayed.

Workaround: Currently the software requires the Clutter Regions window to be refreshed in order to display the newly generated Background Product. If the operator still has the Clutter Regions window open, this product will not appear in the Clutter Regions window until: (1) the window is closed and then reopened; (2) the operator selects another background product and then selects the original background product again; or (3) the operator switches from the current Segment value and then back again. This problem may be fixed in a future software build.

Problem: It appears that once a Clutter Regions Background Product begins to be generated, it continues to be generated even if the operator closes the Clutter Regions window or selects a different Clutter Regions Background Product.

Solution: This problem may be fixed in a future software build.

3.4 Clutter File Manager Allows Edits to Be Saved While Screen Is Locked

Problem: When an operator is attempting to create a new clutter region file, the screen will accept changes while the screen is locked. This would allow the operator to edit an existing file instead of creating a new one.

Solution: The operator should unlock the screen, create the new clutter region file, and then click the "save as" button.

3.5 Misleading/Incorrect Clutter Suppression Editor Popup Messages

Problem: There are two misleading/incorrect clutter suppression editor popup messages that occur. At the file manager, after selecting New then Save, the following warning_ popup appears: "You are changing clutter files but did not save edits to the previous file. Do you want to save them?". This occurs even though no edits were made. If Yes is selected, a Clutter Region Filename popup (Label, Cancel, Accept) appears.

Workaround: Either select "No", when asked if you want to save changes, or select "Cancel" when the Clutter Region Filename popup (Label, Cancel, Accept) appears. This problem may be fixed in a future software build.

3.6 Clutter Regions Window: Extra-Sensitive Cursor in Zoom Mode

Problem: Click on Clutter Regions, then click on Zoom. Click anywhere in the Background display, and the zoom feature works correctly. Move the cursor to the right of the Background display, click with the same button, and the zoom feature inside the background display continues to work. The zoom feature is area sensitive in the entire area on the right side of the background display all the way to the right-hand edge of the window.

Solution: This is considered to be a minor problem will be fixed in a future software build.

3.7 Do Not Delete Line 1 in the Clutter Regions Windows

Problem: The operator can delete Line 1 in the table at the bottom of the Clutter Regions screen. When this happens, Line 1 disappears and the default Notch Width Map (NWM) is invoked. Both circular Bypass Map Displays turn totally purple. However, it is recommended that Line 1 never be deleted because it defines the default clutter map.

Solution: If the operator accidentally deletes Line 1 in the Clutter Regions screen, simply close the Clutter Regions Window without saving, then reopen it and the Region 1 line will reappear.

3.8 Operator Must Keep Track of The Number Of Exclusion Zones Being Used

Problem: As exclusion zones are created in the Hydromet Preprocessing window (Algorithms Section), the operator must remember the exact number of exclusion zones created and enter that value in the "Number of Exclusion Zones" box.

Solution: If any zones are added or deleted, the "Number of Exclusion Zones" value must be changed. If the correct value is not entered, the exclusion zones will not be implemented properly.

4 LAN COMMUNICATIONS

4.1 Loss of LAN Connectivity for Short Period

Problem: With the RPG HCI open and multiple HCI windows open, a window automatically opens and states "A network disconnection occurred" or a similar message. Then the RPG HCI and other HCI windows disappear. The RPG HCI is restored within a few seconds, but the other HCI windows previously opened must be manually restarted.

Operational Impact: Operator loses control of the system for a few seconds up to a minute or so (until required windows are restored). Data entered in editable windows, but not saved prior to the network disconnection, is lost.

Solution: None. This is a rare problem and investigation is ongoing.

4.2 RPG Not Reachable from MSCF

Problem: Logged in at MSCF. MSCF HCI came up. All indicators were green. Selected the RPG HCI button. A popup window appeared saying that RPG was unreachable and a 3 minute timer began counting down. Repeated the selection of RPG HCI button several times with the same result. Operator was able to telnet to RPG and search for failed tasks but did not find any. Went to the RPG and found the HCI running without problems. The infrastructure on the RPG was having trouble creating a pipe between the main RSSD parent process and its children.

Solution: The cause is unknown but believed to be infrequent. Currently there are two ways to clear up this problem and may require System Administrator or Hotline assistance:

- a. On an RPG terminal window,
 1. Type "mrpg shutdown"
 2. Type "mrpg cleanup"
 3. Type "mrpg startup"
- b. If this does not work, Reboot the RPG machine from the MSCF Power Control Function or by typing "init 6" at an RPG terminal window (you must be a super user to do this last option).

5 MSCF PRINTER

5.1 Can't Print Status Log

Problem: The printer is not working.

Solution: The following steps should be performed:

- a. Make sure the printer is online and not displaying any error codes on its LED.
- b. Check the network connection. On the MSCF command line execute a "ping printer" command. The proper feedback is "printer is alive".
- c. On the MSCF command line, do a "ipstat -t". This should display all the internal system information about the print jobs and queue.
- d. (Optional) Sometimes a print job may clog the print queue. The command "cancel color printer <print_job_id>" will remove the job from the queue.
- e. The user can only print from the MSCF. Printing from RPG will NOT work.

5.2 After Printing Specified Number of Status Messages, "Print ALL Messages" Doesn't Work

Problem: Printing the RPG's status log at the MSCF using the "Print ALL Messages" option. The number "10" was desensitized in the box where you enter the number of messages you want to print (previously an operator had used the option to print just 10 messages). Although operators had requested Print All Messages, only the top 10 messages were printed.

Workaround: To print all of the messages, the operator has to enter "2000" back into the box.

Solution: This problem will be fixed in a future build.

5.3 MSCF Printer Status Not Reported

Problem: The MSCF Printer status is not reported to the MSCF or RPG HCI. The operator needs this information to know accurate system status.

Solution: This problem is considered minor and may be fixed in a future software build.

6 HCI DISPLAY ISSUES

6.1 Products in Database Window Shows No Products When Products Are Available

Problem: Products in Database window opened - a popup warning says "No Products in Database".

Workaround: Close the Products in Database window, then reopen it. Database contains products now.

6.2 Transmitter Power Does Not Update Continuously

Problem: On the RDA Control/Status window, the Transmitter Power does not update during a volume scan as it does on the MMI.

Solution: This is considered normal behavior. The values update at the beginning of each volume scan, or if the radar sends a new status message.

6.3 Minor Problems Maximizing Some Windows

Problem: When the Clutter Bypass Map Display window is maximized, it expands horizontally but not vertically. The top and bottom parts of the map are truncated.

Problem: When the Products in Database window is maximized, if you right click on the title bar, a drop down menu opens. Move the cursor and left click so that the drop down menu closes, then clicking on the maximize button does not restore the window to its original size.

Solution: These problems may be fixed in a future build.

6.4 Multiple Problems with Font Size Changes

Problem: Open up the HCI Properties Font window. Change both size and font to 90. Changes are made and the Apply button becomes sensitized each time the enter button is used. Change the values back to 100. The values are accepted, but the apply button does not become sensitized and the size on the window itself remains in the smaller size. Close the window, then open it up again. Attempt to use the default values, but the window does not regain its size and the Apply button remains desensitized.

Workaround: Shut down the HCI and then bring it back up using the MSCF HCI button for the font properties window to resume its size font.

Problem: Open up HCI Properties window. Open up Font Properties window. Enter in 99 as Size value. Click on Apply button. Watch how the Font Properties window enlarges

to size 99. Click on Default - 100 values are automatically entered. The Font Properties window shrinks to a much smaller size.

Problem: The allowable range for the Font size is 80 to 100. Enter in any value from 80 up to and including 99, and the Apply button becomes sensitized. Enter in the max value (also the baseline value) of 100, and the Apply button remains desensitized.

The operator **MUST** click on the Default button to make the 100 appear and have the Apply button become sensitized. When making changes, the operator can read the warning popup that states the allowable range is 80 to 100. However, if they enter in the max value of 100 by keystroke, it will not be applied. To compound the problem, once the 100 is manually typed in, it cannot be applied. If the operator clicks on the default key, the 100 remains the selected value, **BUT** the Apply button remains desensitized. It appears to the operator that they can't get back to the 100 value.

Problem: Open the HCI Properties, Font sizes, and change both the Size and Points from 100/100 to 80/80. Then select Apply and Close. The following windows do not reduce down to 80/ 80 size:

- Console Messages
- RPG Products
- Algorithms (None of them)
- Algorithms Password
- Refl Calib
- RDA Control/Status and Password
- RDA Alarms
- Moments
- Archive II
- Record Base Data/Playback Base Data

Solution: These problems are considered minor and may be fixed in a future software build.

6.5 Base Data Display Window Grid On/Off Button May Show On When Grid Is Off

Problem: Click on Base Data Display, and the RPG Base Data Display window opens. Click on the grid, and the grid appears (if not on by default). Click on any product elevation, and if product is available, it appears, and grid is still in the window. If product is not available, then the comment "Product Not Available" appears but the grid disappears. Yet, in the left-hand column, the grid ON button is still indicating the grid is ON.

Solution: This problem is considered minor and may be fixed in a future software build.

6.6 RPG Console Message Class 1 Destinations Not Viewable After RPG Restart All Tasks

Problem: When the console message window is opened the first time following an RPG "Restart All Tasks," No Narrowband Users are listed in the Class 1 Destinations block.

Solution: Closing and re-opening the console message window will list the Class 1 Destinations.

7 RDA CONTROL & STATUS ISSUES

7.1 Generator Retransfer Function with TPS Installed

Background: The retransfer function (generator to utility) of the Automatic Transfer Switch (ATS) has two modes: automatic and manual. When a TPS is installed, a relay monitors the condition of the TPS. When the TPS goes off-line, it automatically places the ATS retransfer function into manual mode. Likewise, when the TPS is placed back on-line, the ATS is automatically placed back into an automatic retransfer.

Problem: Did power transfer from Utility to Generator. No problem. Attempted power transfer back from Generator to Utility. Commands were accepted, but no immediate response was seen. There was a 10 minute wait or check of the commercial power before it switched back.

Solution: The ROC is suggesting that the sites leave the retransfer switch in the automatic position. Therefore, when the TPS is on-line, there is no need for a site to command a manual retransfer.

If a manual retransfer is commanded, this enables the auto transfer function and a 10 minute sample of commercial power is performed before the contactor switches. If sites want manual retransfer capability, they merely place the retransfer switch to manual. In this situation, as before, the switch will be without delay and will be the only way to turn off the generator.

7.2 Alert Threshold and Generation List Windows on FAA Inactive Channel Are Static

Problem: During a test of the FAA Redundant configuration a problem with the RPG Product windows on the inactive channel was discovered. For the test, Channel 2 was Active/Unknown and Channel 1 was Inactive/Unknown; Frame Relay was in use. The Wideband was not connected and showed up as Failed at the RPG.

An Alert Threshold was modified on Channel 2. When Save was selected, the change automatically updated on Channel 1. The Channel 1 Alert Thresholds window was opened and the change verified on the Alert Thresholds window. The indicators on both channels were: Match was green on both and the system status log had the same time stamp for the

adaptation data update. The Restore button was selected on Channel 2. The Alert Threshold changed on Channel 2 but not on Channel 1 the Alert Threshold window. Subsequent attempts to modify the Alert Threshold on Channel 1 by editing and Saving the Channel 2 threshold value were unsuccessful. The Match icons remained green through all edits, Saves and Restores. (Note: edits cannot be made on the Inactive channel; only the Active channel can be edited)

An investigation of the problem found that the updates on Active Channel 2 RPG2 were made to Inactive Channel 1 RPG1 but the open Alert Threshold window on RPG1 did not show the updates. Closing the window and reopening it displayed the updated or restored adaptation data on Inactive Channel 1 (workaround). The investigation also showed that:

- a. The RPG Products Adaptation Data windows on the Inactive Channel for Alert/Threshold and Generation List are Static; i.e., updates and restores on the corresponding Active channel window DO NOT automatically update on the Inactive channel window if that window is OPEN.
- b. The RPG Products Adaptation Data windows on the Inactive channel for Load ShedProducts, Selectable Parameters, and Algorithms are Dynamic; i.e., updates and restores on the Active channel window DO automatically update on the Inactive channel window if that corresponding window is OPEN.

Workaround: Close the Alert Threshold and/or Generation List windows on the Inactive Channel and reopening them. The windows will then display the updated or restored adaptation data. This problem will be fixed in Build 8.0.

7.3 RPG Goes into Alarm Condition when Wideband Is Disconnected

Problem: When the wideband is disconnected or is down, the RPG goes into an alarm condition and turns red. This is different from previous builds, so when the RPG is red, the wideband could be causing the alarm.

Solution: This is a new feature that technicians and operators should know about.

8 TIME ISSUES

8.1 MSCF and RPG Clocks

Background: Network Time Protocol (NTP) has been added to the system. For NWS, NTP will keep the MSCF, BDDS, and RPG within a second of the master AWIPS time. For FAA or DOD, NTP will keep the BDDS and RPG within a second of the MSCF master time. The date/time will be manually set on the initial installation of the system.

Problem: The System Administrator needs to make sure that all the systems start within 1000 seconds of the master clock. The automated NTP process will not attempt to synchronize clocks outside of plus or minus 1000 seconds. When a system is outside of the 1000 second rule the console will display messages similar to: "Dec 30 2:44:52 xntpd: time error -10306.13 is too large (set clock manually)".

Solution: It will be the responsibility of the System Administrator or Site Technician to manually set the system time/date described in the EHB 6-525 manual Table 4-76.

9 MISCELLANEOUS ISSUES

9.1 EPRE Effects on Precipitation Product Appearance

Problem: Due to the EPRE's techniques for removing residual clutter and AP, there are features of the precipitation products that may occur more frequently than with the legacy algorithm.

Results from case studies with the EPRE have shown that in widespread AP events, some of the AP is not successfully removed, and will show up on the precipitation products. For sites that have mountainous terrain, residual clutter is a typical problem. Careful adjustment of the RAINA parameter and/or exclusion zones may be needed to avoid contamination of precipitation products.

As with AP, residual clutter may not be successfully identified by the REC and thus not removed by the EPRE. This residual clutter will likely appear in locations associated with mountain ranges and also may result in accumulations in the Storm Total Precipitation (STP) product. Operators may need to develop exclusion zones for targets such as wind farms and highways.

Solution: These problems will be addressed in a later build.

9.2 Mode Conflict State Information Does Not Update

Problem: When varying the Mode Conflict state information on Channel 1 (Active/Controlling), Channel 2 (Inactive/Non-controlling) does not update. The Mode Conflict Yes/No/Trans and color coded background does not update, nor does any of the information in the Mode Automation Status window. Most FAA Sites keep both Channel HCIs open. Seeing different color coded responses on the HCI could be confusing. Plus seeing outdated information on the Non-controlling HCI and in the Mode Automation Status window would add to the confusion.

Solution: The operator should be aware which channel is active and refer to the correct HCI screen. This problem will be fixed in Build 9.0

9.3 `cm_uconx` failure

Problem: Task `cm_uconx` may fail on the RPG after Build 8 has been installed and the system rebooted.

Solution: The Power Administrator may be configured incorrectly. Ensure proper configuration using NWS EHB 6-525, AF TO 31P1-4-108-452-1, FAA TI 6345.1 V49, paragraph 6.6.8.